# Color Memory

*a card based puzzle game*

# Goals & Targets

Given the strict timeline, we had to come up with a set of goals which we wish to achieve through this project.

- *Game Genre:*                    Card based puzzle game

- *Game Objective:*              Match all the card pairs

- *Development Objectives:*    Minimalistic UI/UX
  Simple intuitive gameplay
  Natural and fluid animations
  Unlockable cards and other items
  Scoreboard, rewards and achievement system
  Above all, a complete, playable and enjoyable game

# Concept Mockup

This is the first iteration of the game's design and aesthetics. Some pointers about the design process:

- In accordance to the brief, the HKU logo is placed on the landing page itself. The HKU logo has been redrawn with a wireframe look to fit the minimalism we are aiming for.

- The game logo has been designed to make it both inviting with the use of colours, as well as interesting by introducing asymmetry.

# Feature List: Design

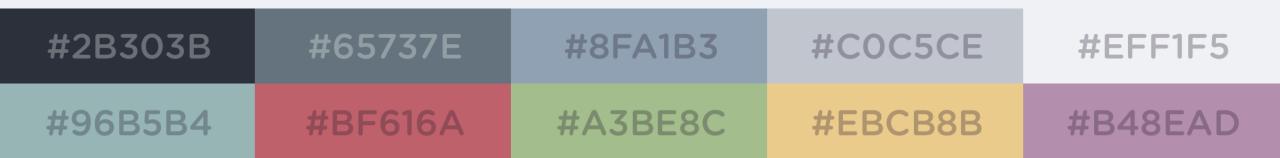- *Design Features:*    Intuitive Gestures
                        3D Card flip animations
                        Intent and fragment animations
                        Asset design for multiple devices and screen sizes

- *Colour Palette:*

| #2B303B | #65737E | #8FA1B3 | #C0C5CE | #EFF1F5 |
|---------|---------|---------|---------|---------|
| #96B5B4 | #BF616A | #A3BE8C | #EBCB8B | #B48EAD |

*The colour palette is inspired from Base16: Ocean by Chris Kempson ‣ chriskempson.github.io/base16/#ocean*
*We plan to make both light and dark versions of the UI with the same colours.*

# *Feature List: Gameplay*

- *Game Features:*   Simple and addictive gameplay

  SQLite based scoreboard and configurations

  Multiple card packs – Available and Unlockable

  Rewards feature based on combos which gives coins

  Different game modes – Normal, Time Attack and Endless

- *Extra Features:*   Social sign in feature

  Google Play integration

# Technical Specifications

- *Platform:*                    Android

- *Version:*                     4.1.x Jelly Bean

- *API:*                         16

- *Design Tools:*                Adobe Photoshop, Gimp

- *Development Tools:*           Eclipse ADT, Android Studio

- *Build Tools:*                 Travis CI, Gradle, Maven

# Potential Pitfalls

Some of the challenges that we may face:

- *Development Device:*    Since we do not own android devices, we have to work with emulators, which can be slow, time consuming and often produces unexpected results on actual devices.

- *Deployment Device:*    There are numerous android devices in the marketing of all sizes and shapes. The aesthetics and performance can vary vastly from device to device, and may even be an unpleasant experience  in some.

- *Platform Dependency:*    We will be using Android API level 16. The current stable version is 22. Even thought there are very less such devices with API lower than 16 in the current market, there is still a chance that the user's device may not support the game.

# *Timeline*

- Jun 28 – Jul 03:     Concept
  Mockup design
  Asset and resource creation

- Jul 04 – Jul 17:     Gameplay
  Animations and gestures
  Scoreboard, awards and achievements

- Jul 18 – Jul 24:     Testing
  Unlockable items
  Refinements and other extra features

# Responsibilities

**Rahul**

- Minimalist Designer

- Rebellious Programmer

- Documentation Ninja

**Janssen**

- Resident Design Expert

- Programming Guru

- Documentation Apprentice

*We have an unusually creative process of dividing responsibilities, and we are not sure whether it's quantifiable.*

# Thank you

members:

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github.com/rahul-rkt/ColorMemory